



NURBEK SULTANOV

Software Engineer

<https://nurbeksultanov.com>

CONTACT

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 Kazakhstan, Astana

 [Portfolio Website](#)

 [LinkedIn](#)

 [GitHub](#)

SKILLS

- C++
- Python
- Unreal Engine
- Blueprints(Unreal Engine)
- Raylib
- Git

LANGUAGE

- English
- Russian
- Kazakh

PROJECTS

Sooze(Adventure Game in Unreal Engine 5)

- Created a climbing system that works on any climbable surface.
- Implemented a dialogue system with options to choose from.
- Added a gliding mechanic that allows to accelerate player movement.

Third Person Shooter Game(Unreal Engine 4)

- Created a shooting mechanic with two weapons.
- Added a health and regeneration system.
- Improved gameplay with pickable ammo and health items.
- Created AI for enemies and allies that utilize all mechanics.
- Implemented UI elements to show health, ammo and game state

Asteroids

Space Invaders type game. Player shoots down enemy ships and dodges projectiles. Destroyed enemies give bonuses. No libraries used.

- Created Enemy logic(AI) and Player control system.
- Created Collision and Projectile system from scratch.
- Added bonus system that gives different types of boosts to the player.

Classic Mini games

- Created Snake game without libraries using C++.
- Created Ping-Pong game with C++ and Raylib.
- Created side scroller Helicopter game with C++ and Raylib.

EDUCATION

Master's in Computing systems and technologies

S.Seifulin Kazakh Agrotechnical Research University(KATRU)
2024 - 2026

Bachelor's in Computer Engineering

S.Seifulin Kazakh Agrotechnical Research University(KATRU)
2020 - 2024 GPA - 3.73/4.0

ABOUT ME

Software Engineer with a passion for video games, sparked from an early age. Experienced in developing a variety of personal projects using C++, with a strong focus on gameplay systems. Always eager to learn new technologies and contribute to the creation of engaging and immersive games. Open to relocation and excited to grow within the game development industry.